

How Rings assign address space

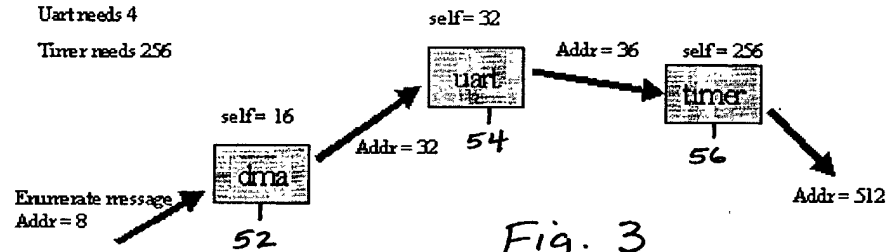
- Step1: align incoming address to self (to some power of 2)
 Step2: assign the result to self address
 Step3: $\text{next_addr} = \text{self_addr} + \text{self_addr_space}$; // number of register used locally
 Step4: send down next_addr

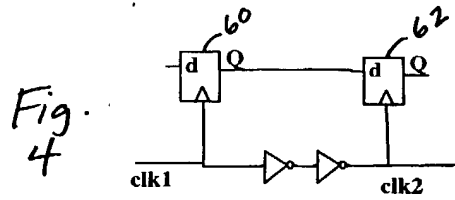
Example:

Dma needs 16 addrs

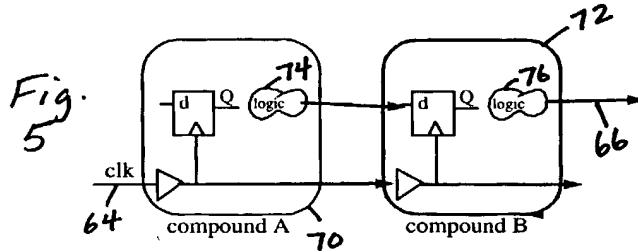
Uart needs 4

Timer needs 256



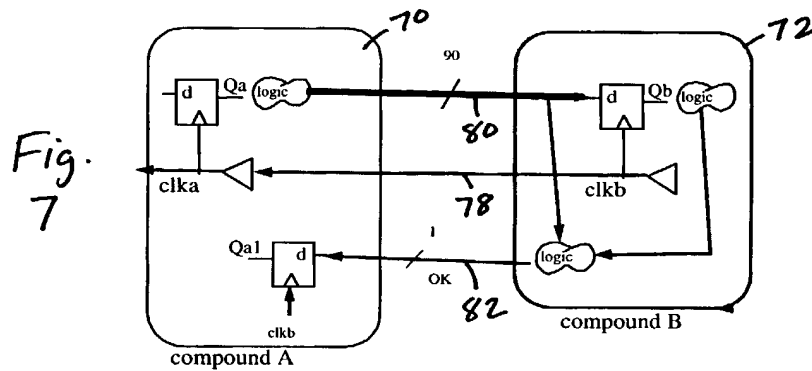
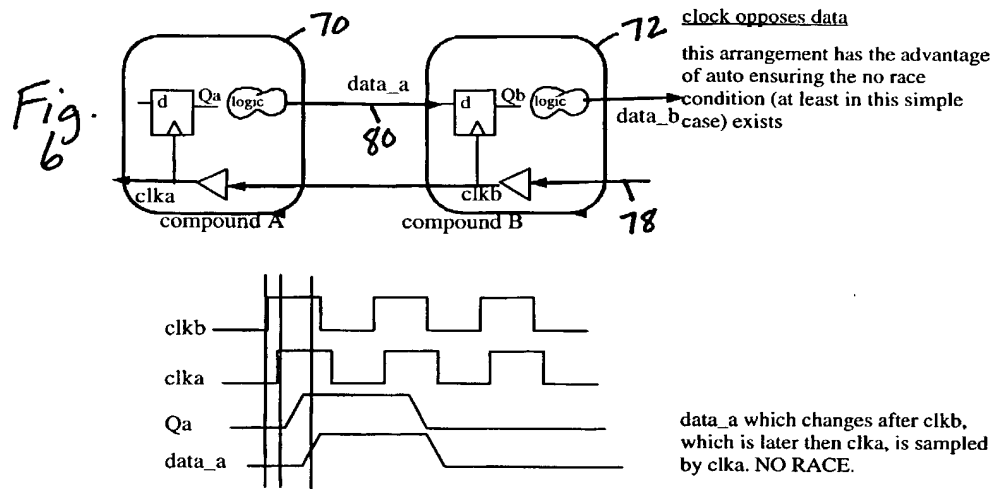


If the delay between "clk1" and "clk2" greater then the delay from Q to d of second flipflop, we have a race on our meaning right hand flipflop will sample the data of Q a whole clock period early.



clock runs with data

the problem is possible race. However, we control the logic on each flipflop leaving the compound, because it is always the same standart ring-interface module. we can ensure, that the delay will be at least enough. And more importantly easily checked after layout.



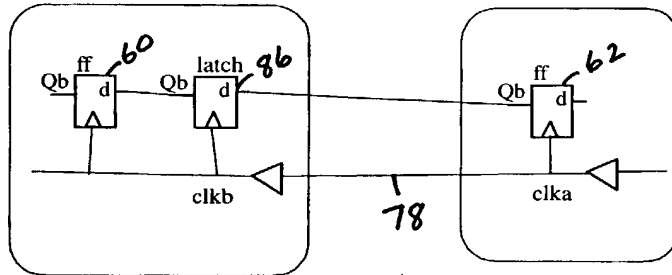


Fig. 8

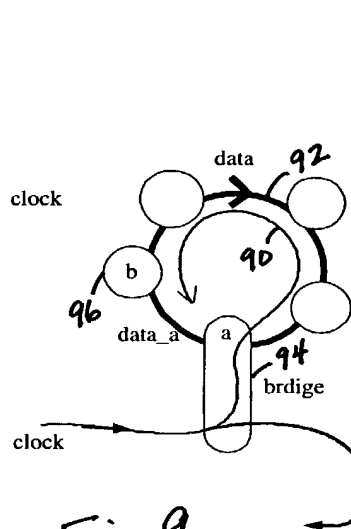
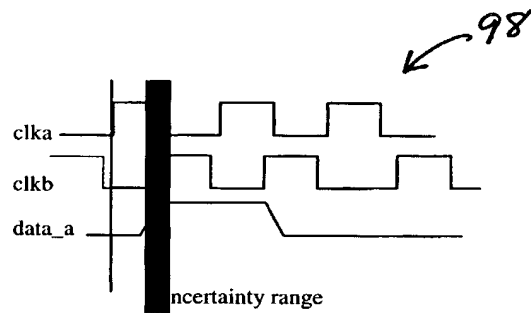


Fig. 9



data_a leaving the bridge goes to member "b" and there should be sampled by rising of clk_b. clk_b lags a lot behind clk_a of the bridge. As clearly seen from the waveforms, race is eminent. Here we should add latches for all the data lines (~90). Adding latch works however if the delay between clk_a and clk_b is less than 75% of cycle time. otherwise the uncertainty kills the usable time. It sets hard limit on the number of ring members. Also keep in mind that latches needed on each OK signal between members of the ring

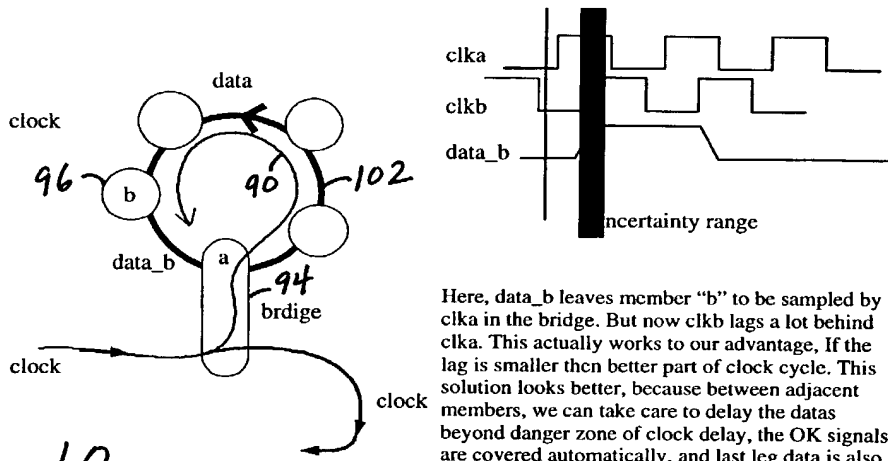
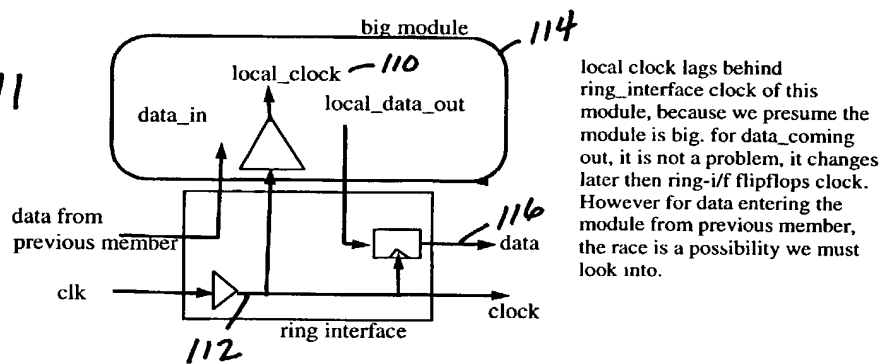


Fig. 10

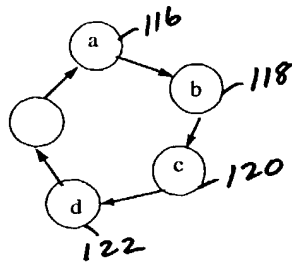
Here, data_b leaves member "b" to be sampled by clka in the bridge. But now clkb lags a lot behind clka. This actually works to our advantage. If the lag is smaller than better part of clock cycle. This solution looks better, because between adjacent members, we can take care to delay the datas beyond danger zone of clock delay, the OK signals are covered automatically, and last leg data is also covered. The only signal not safe is the OK from bridge to "b" member. It will need a latch in "b".

Fig. 11



local clock lags behind ring_interface clock of this module, because we presume the module is big. for data_coming out, it is not a problem, it changes later then ring-i/f flipflops clock. However for data entering the module from previous member, the race is a possibility we must look into.

Fig. 12



if module "a" sends a message to module "b", ring works fine. However if most of the traffic is from "c" to "b", this is more expensive in terms of latency.

Another problem is "peak latency". Suppose that, "a" transmits mostly to "d" and "b" mostly to "c". In this case communication between "b" and "c" suffers degradation in case that peak traffic coincide.

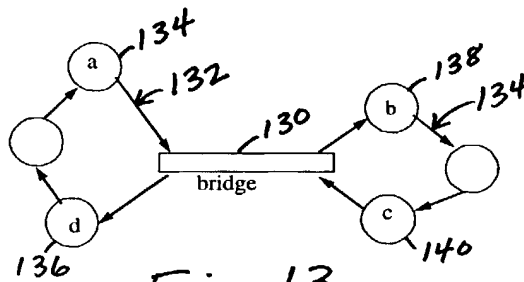
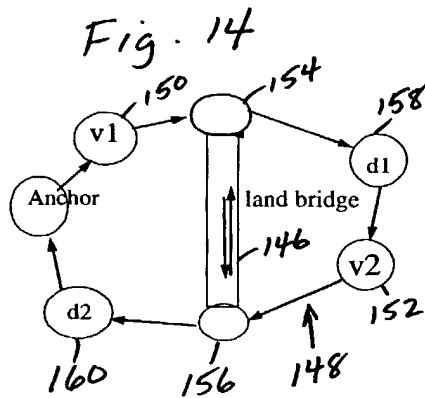
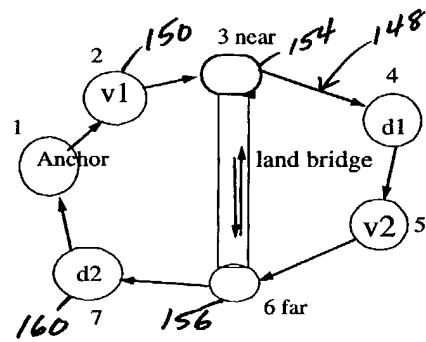


Fig. 13



Land bridge gets its name from the fact that it is a luxury. It spans across connected modules. The idea is simple. When V2 sends message to D1 it gets to one side of the bridge. This side analyzes the destination address and by some magic (explained later) decides to short-cut the path. The message re-appears at the other end of the bridge and gets fast to D1. By same magic, message from V1 to D2 get bypassed also. message from V1 to D1 is treated directly.



Enumeration is started by "Anchor" which assigns address=1 to itself. results of enumeration are labels 1 to 7. land bridge gets two addresses, as if it were not one module. there is "near" end, that got enumeration label "3", and the "far" end marked 6.

Fig. 15

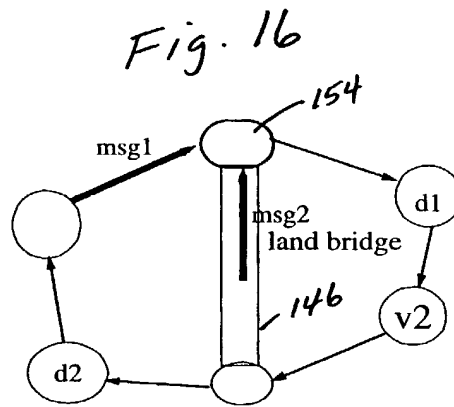


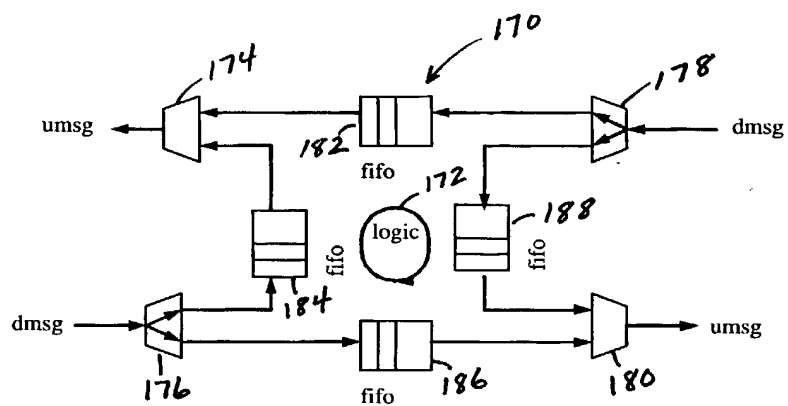
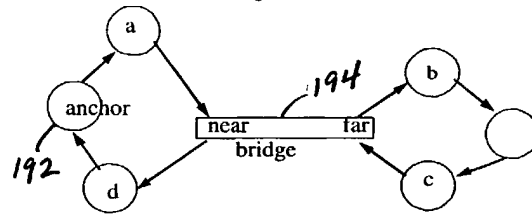
Fig.
17

Fig. 18



Bridge takes responsibility for strays, but only at the "far" end. During enumeration, bridge is "polarized" to have near and far end. Near is the end first struck by enumeration message.

So we have exactly one enforcer for each ring.

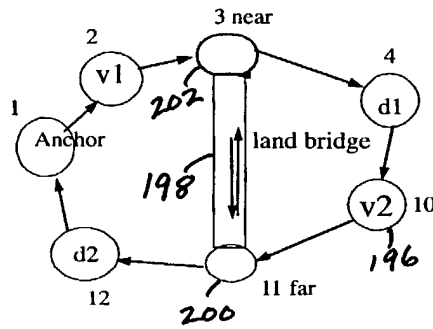


Fig. 19

In land bridge ring, the situation is trickier. If V2 send message to address==5. The land bridge divert at 11/far end. it will re-appear at 3 and start cycling forever.

We have to define an algorithm that will take care of all cases.

Luckily there is a way.

Land Bridge deals only with messages arriving at the far end and being diverted. It marks and monitors only those. Messages arriving at near end, keep their markings. Messages at fdar end going through, are left alone.

Fig. 20

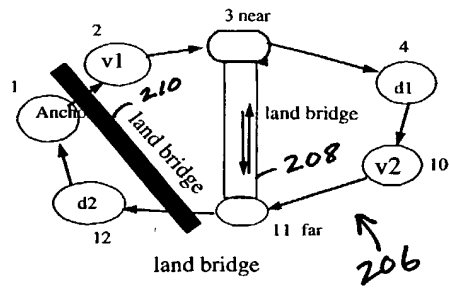


Fig. 21

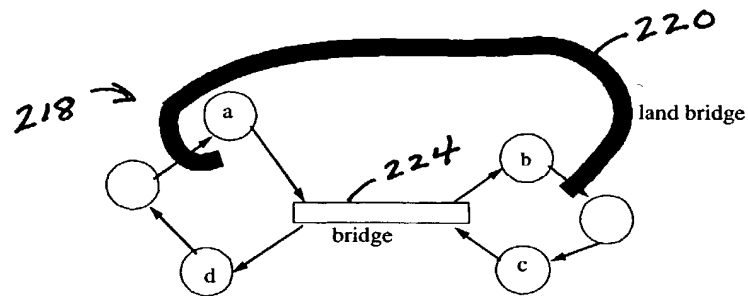
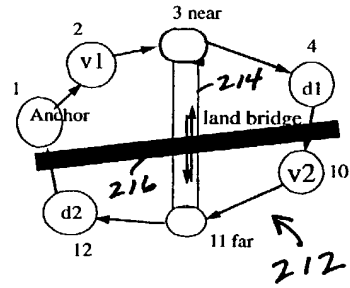
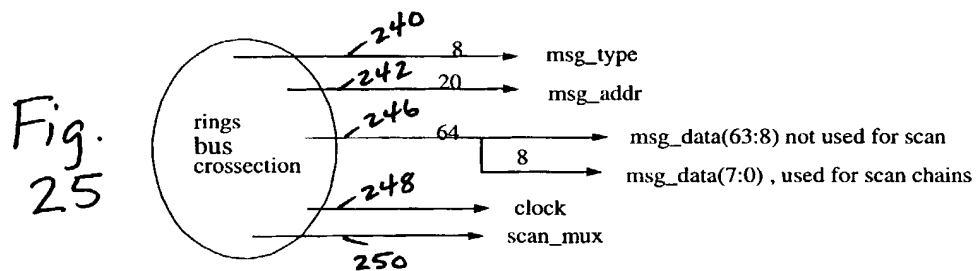
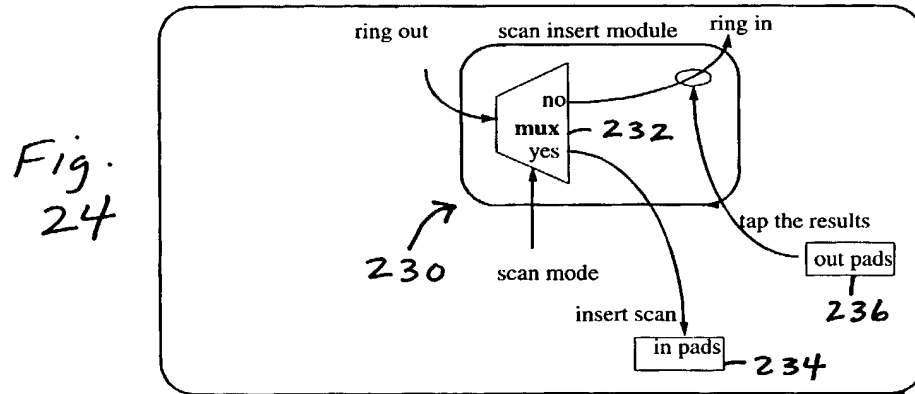
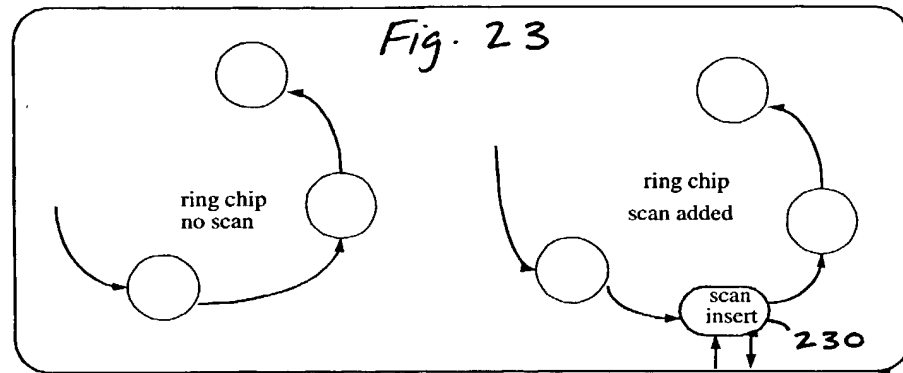
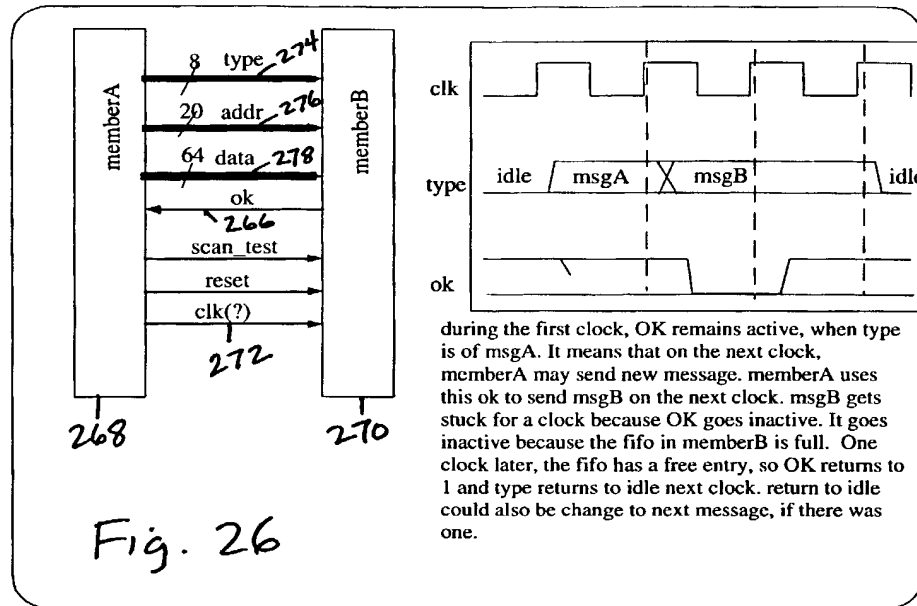
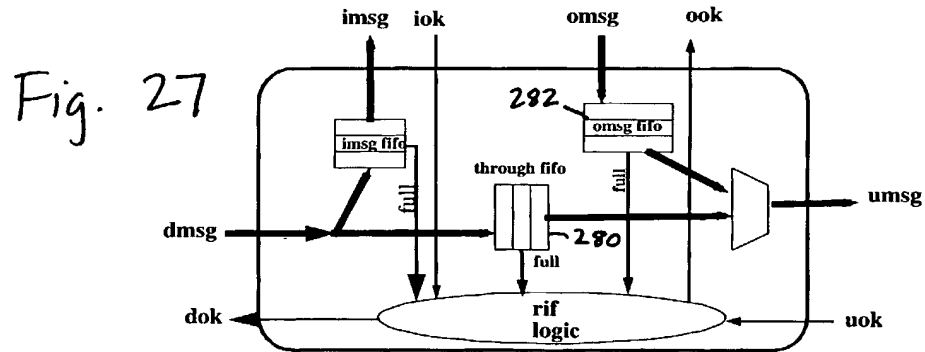


Fig. 22





during the first clock, OK remains active, when type is of msgA. It means that on the next clock, memberA may send new message. memberA uses this ok to send msgB on the next clock. msgB gets stuck for a clock because OK goes inactive. It goes inactive because the fifo in memberB is full. One clock later, the fifo has a free entry, so OK returns to 1 and type returns to idle next clock. return to idle could also be change to next message, if there was one.



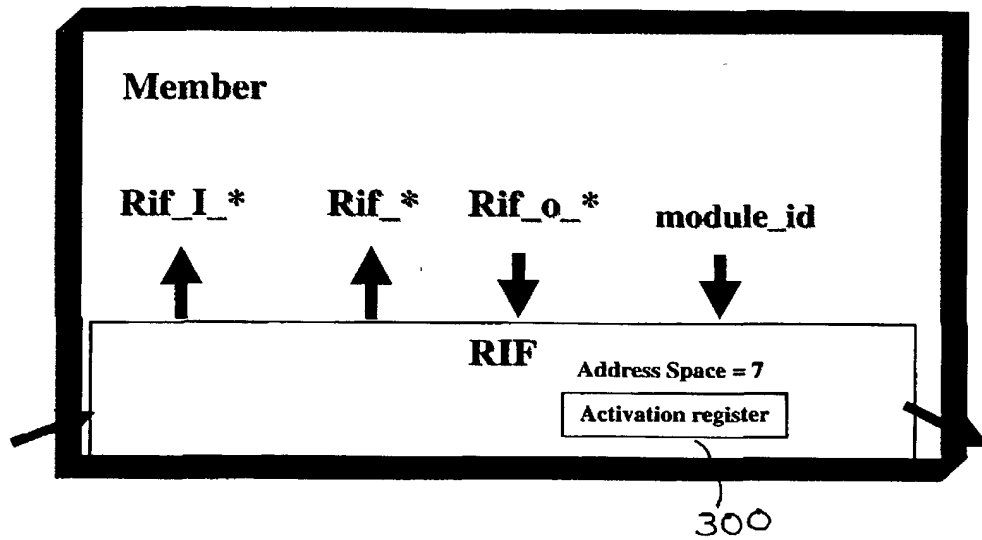


Fig. 30

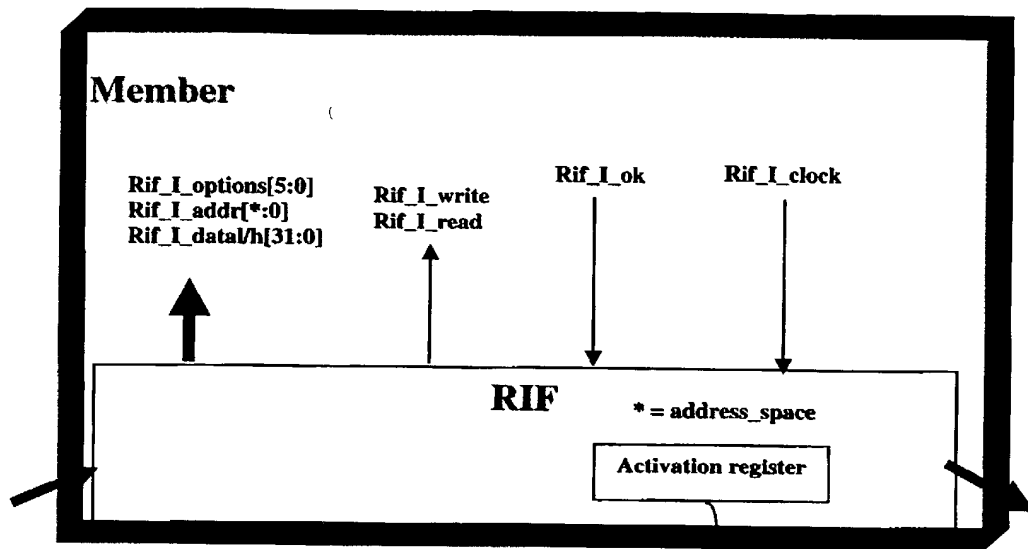


Fig. 31

300

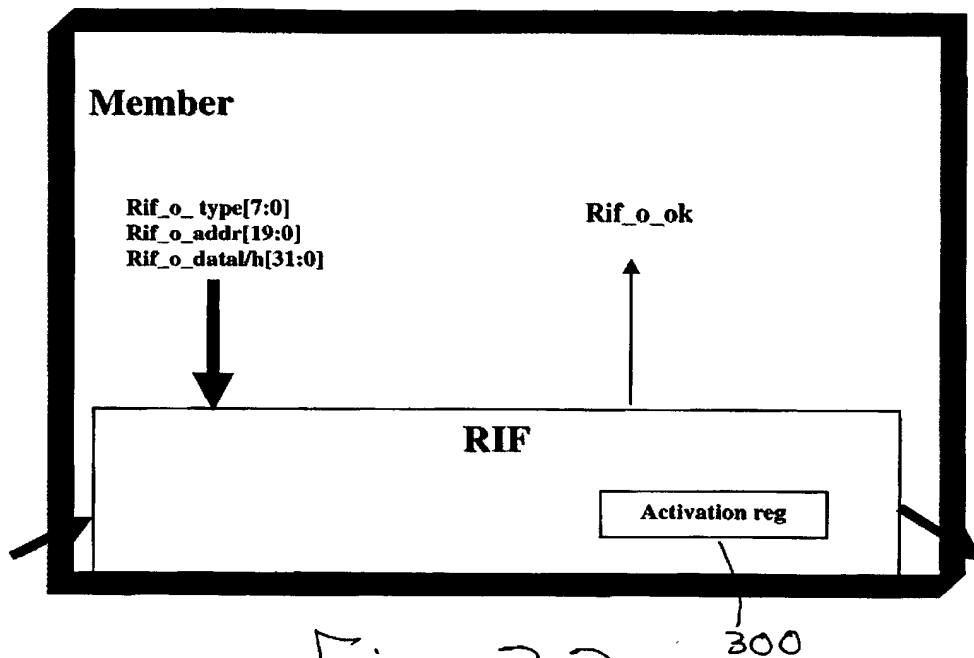


Fig. 32

300

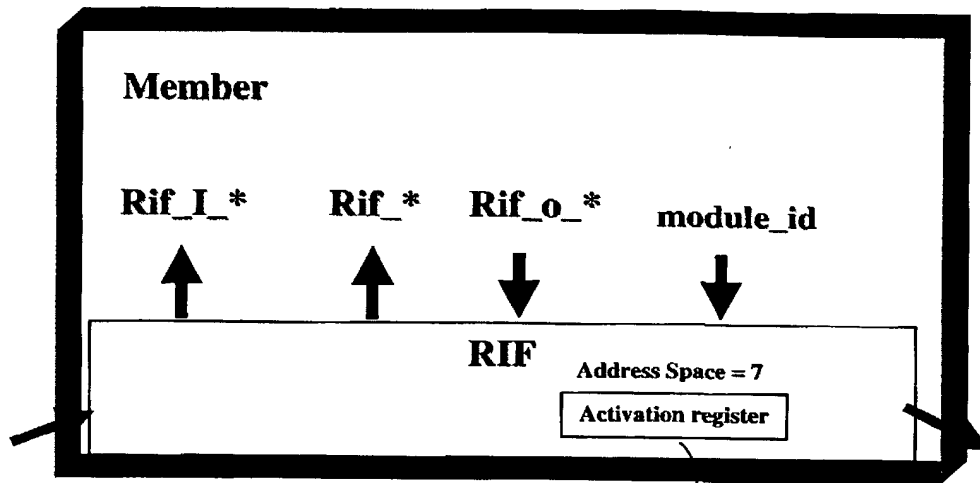
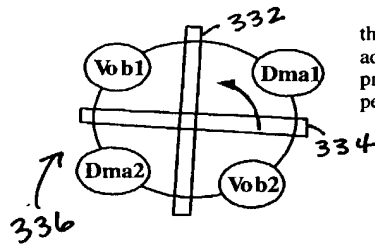


Fig. 33

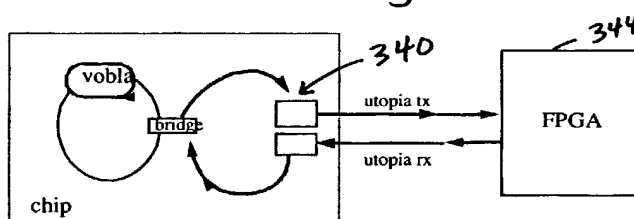
300

Fig. 34



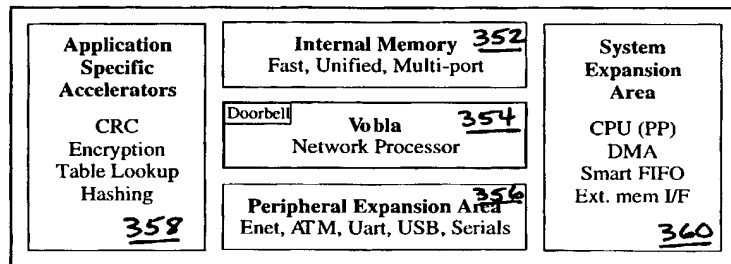
the second land bridge solves most traffic problems, but adds 4 clocks in the overall ring length. This is not a big problem because no message should travel the whole perimeter.

Fig. 35



The utopia interface is forced into mode that communicates in messages, not cells. We using the I/O and maybe some of the logic.

Fig. 36



350

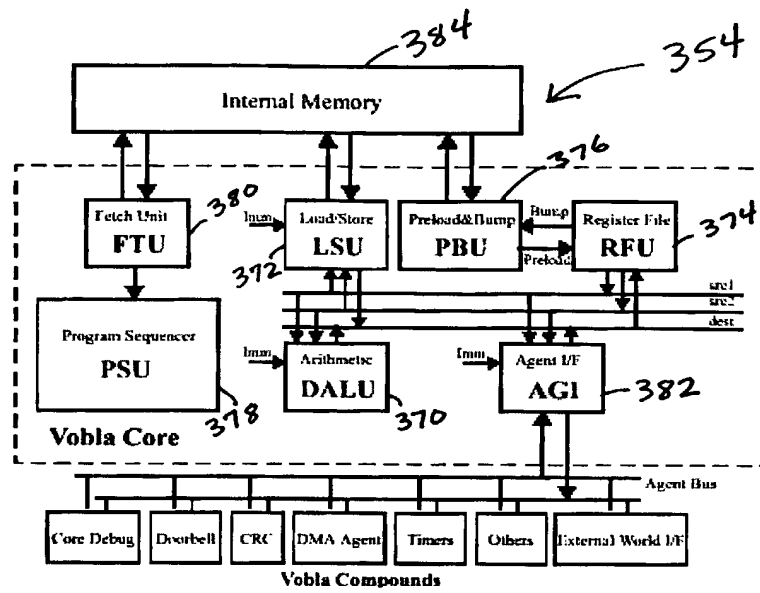
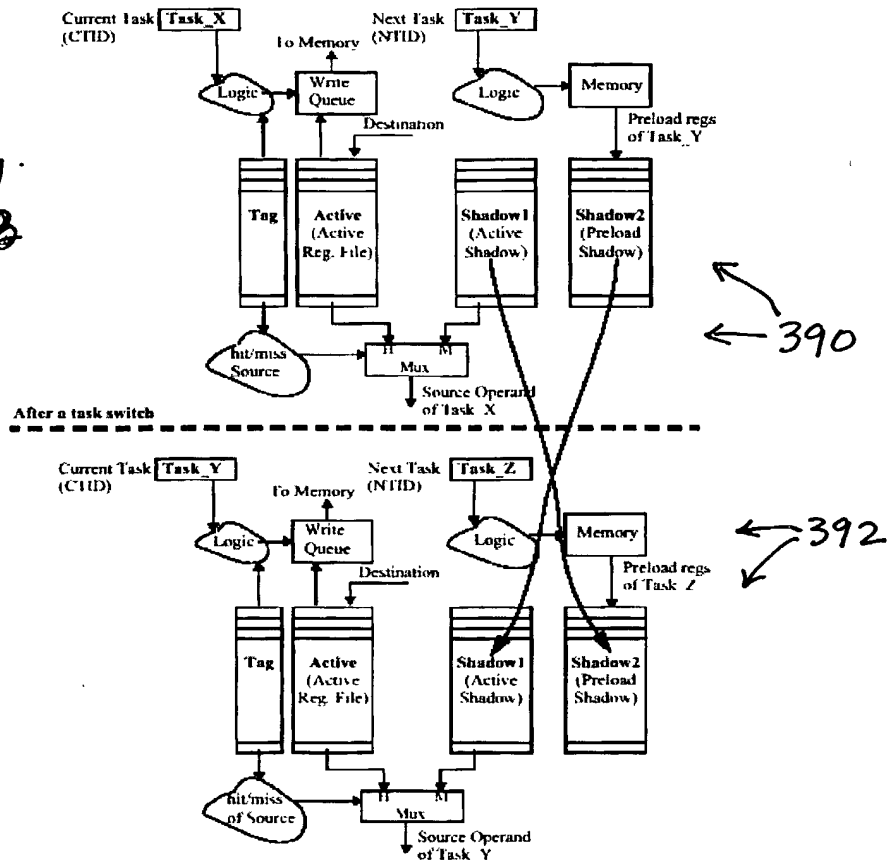
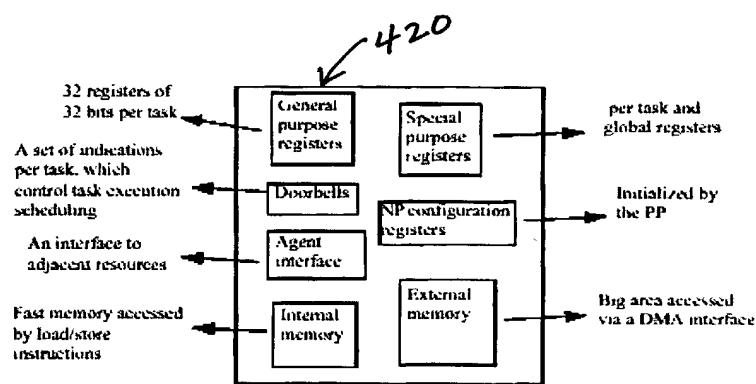
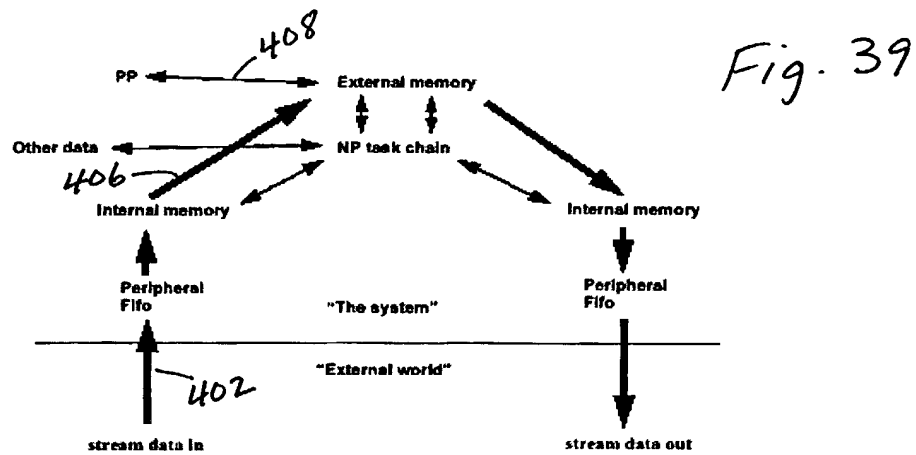
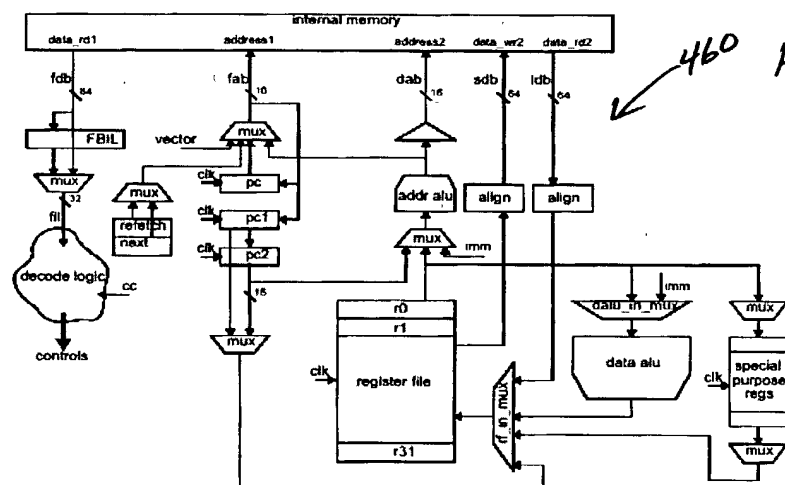
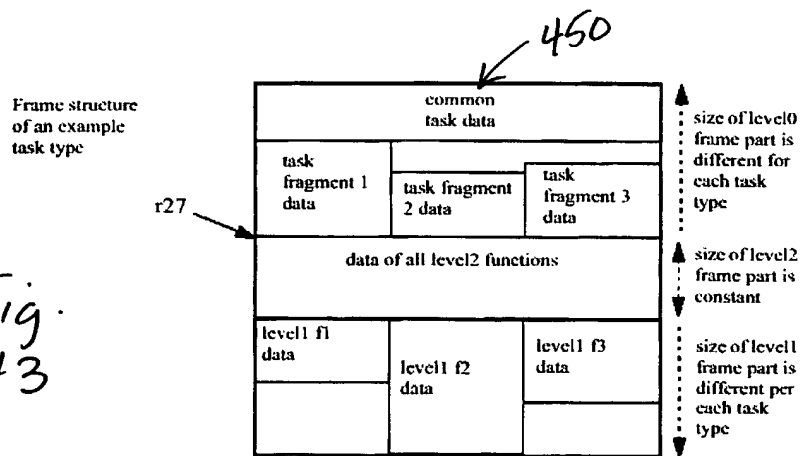
Fig.
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Fig.
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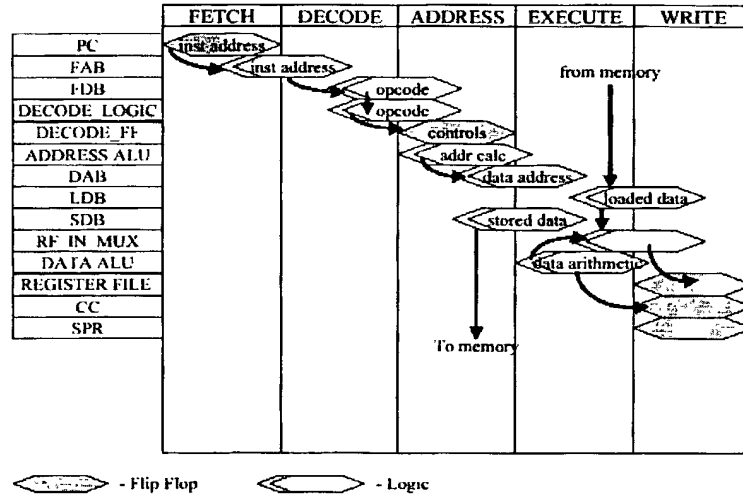


Fig. 46

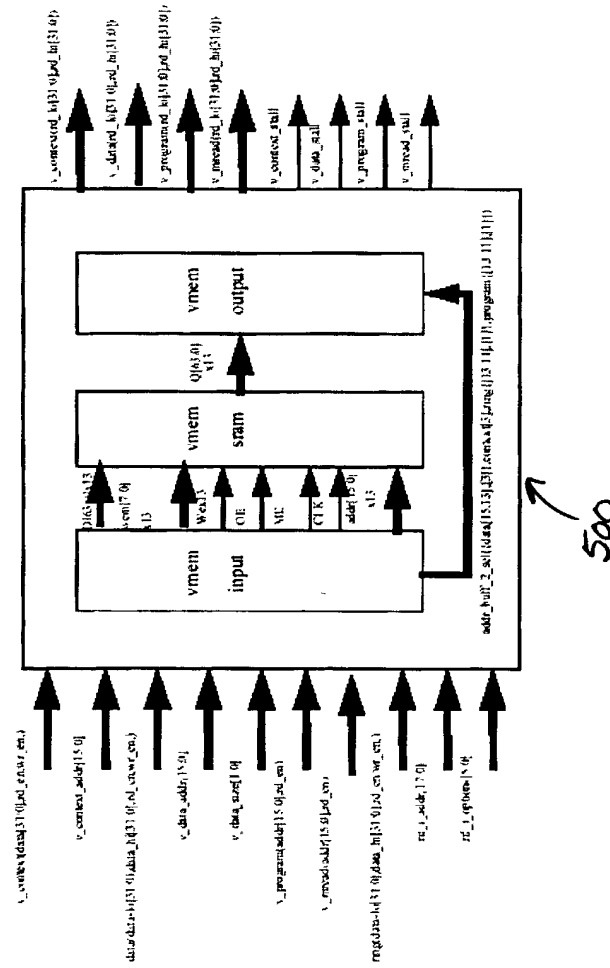
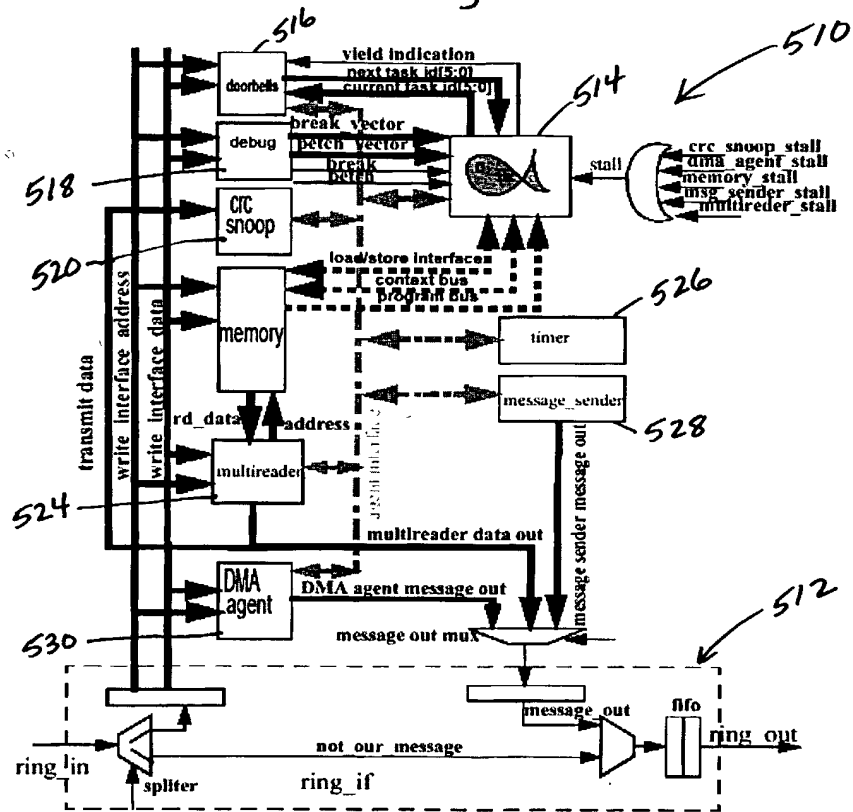


Fig. 47



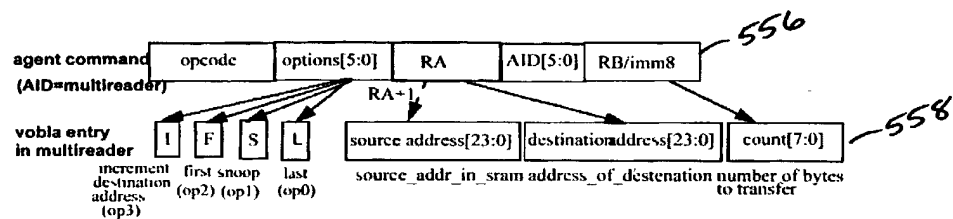
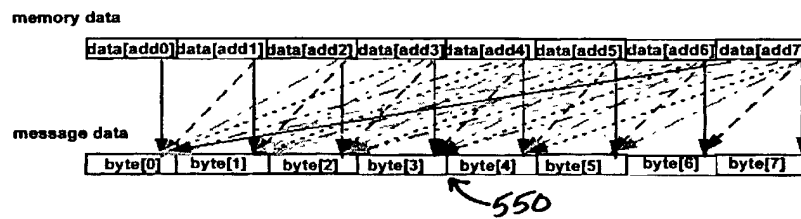
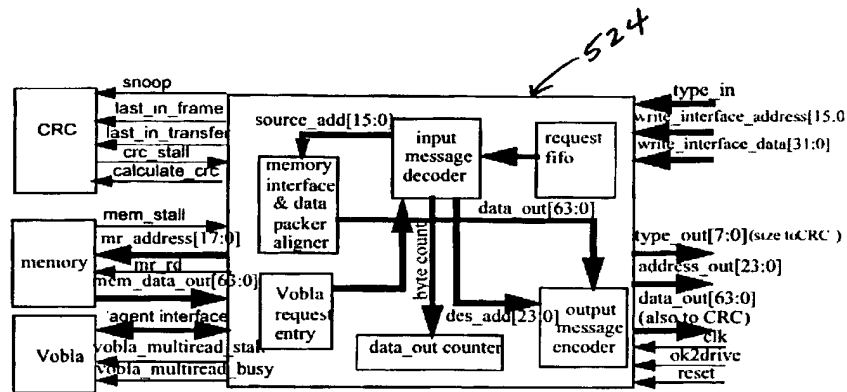


Fig. 51

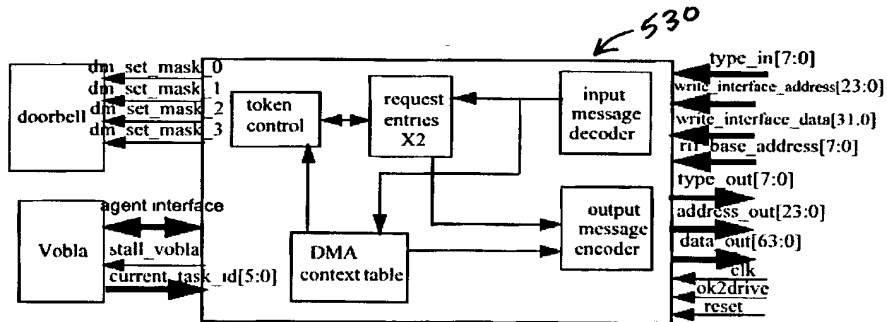
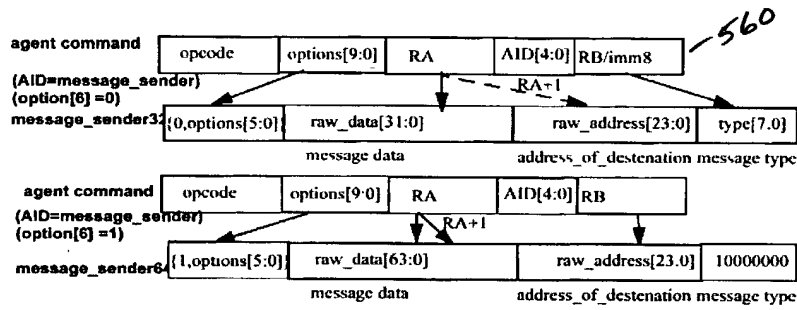
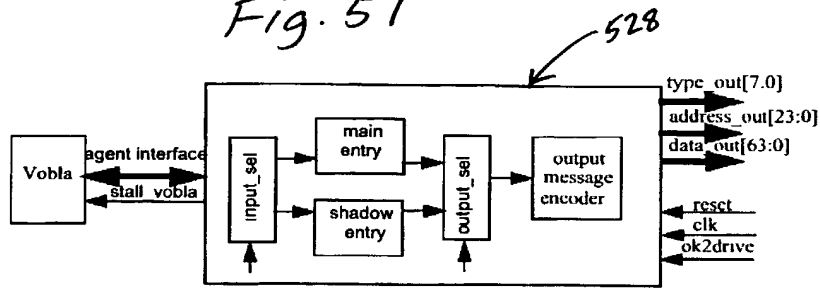


Fig. 54

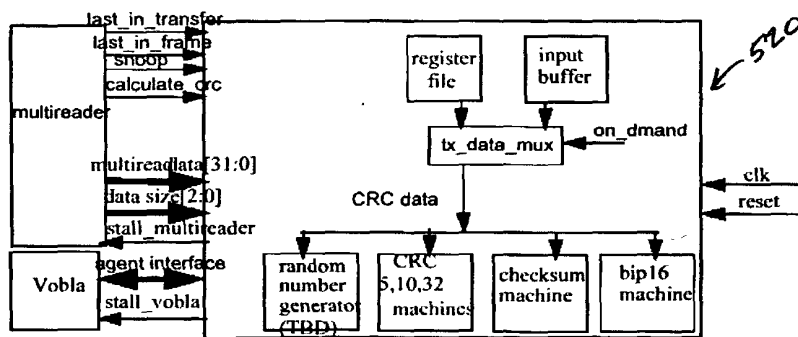
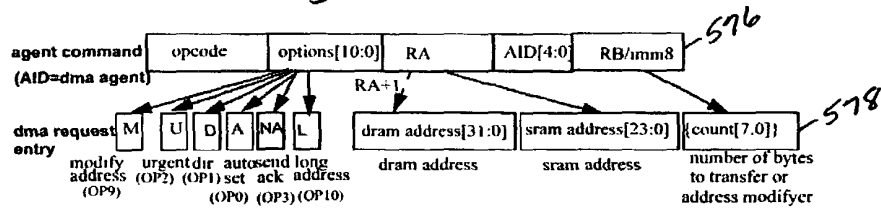
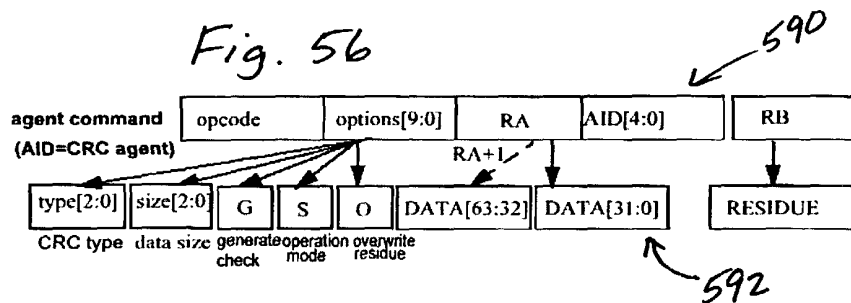
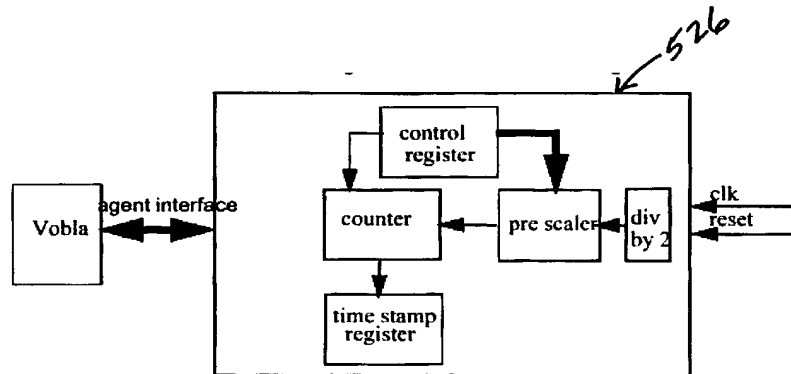
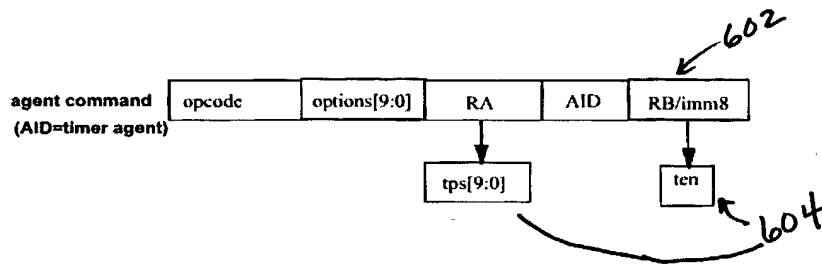
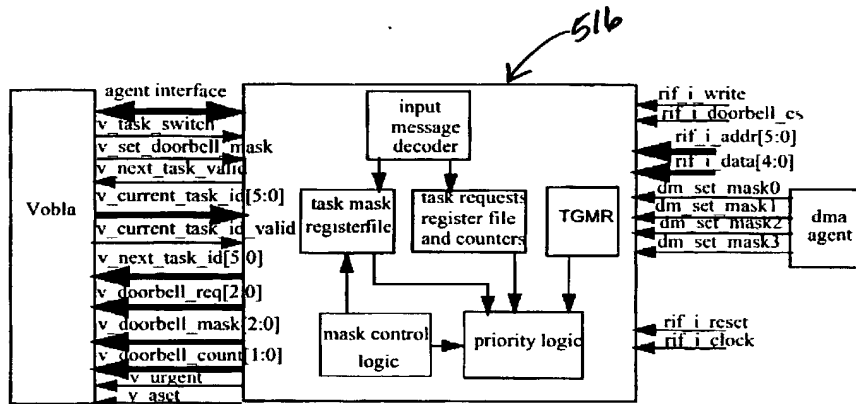
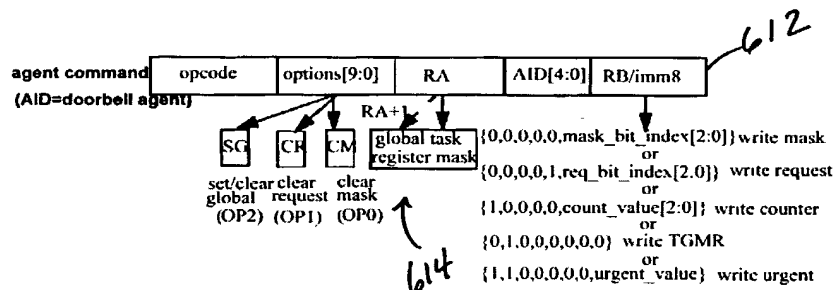


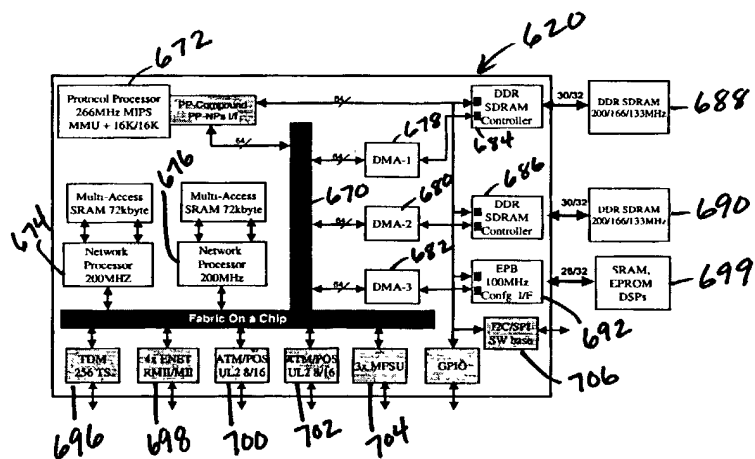
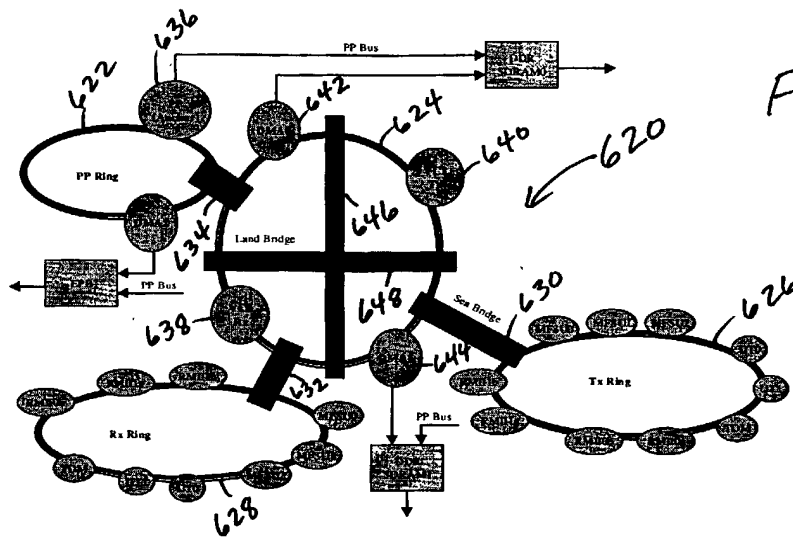
Fig. 55

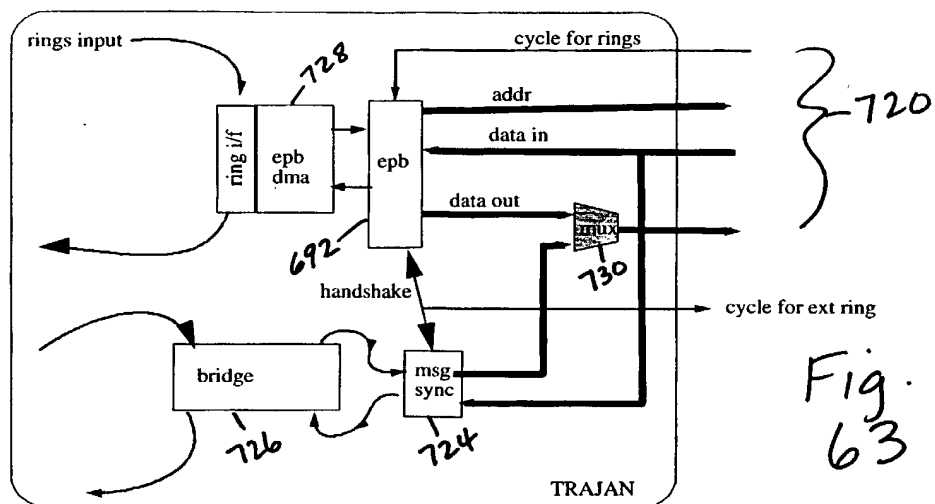
Fig. 56



Fig.
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Fig.
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Fig.
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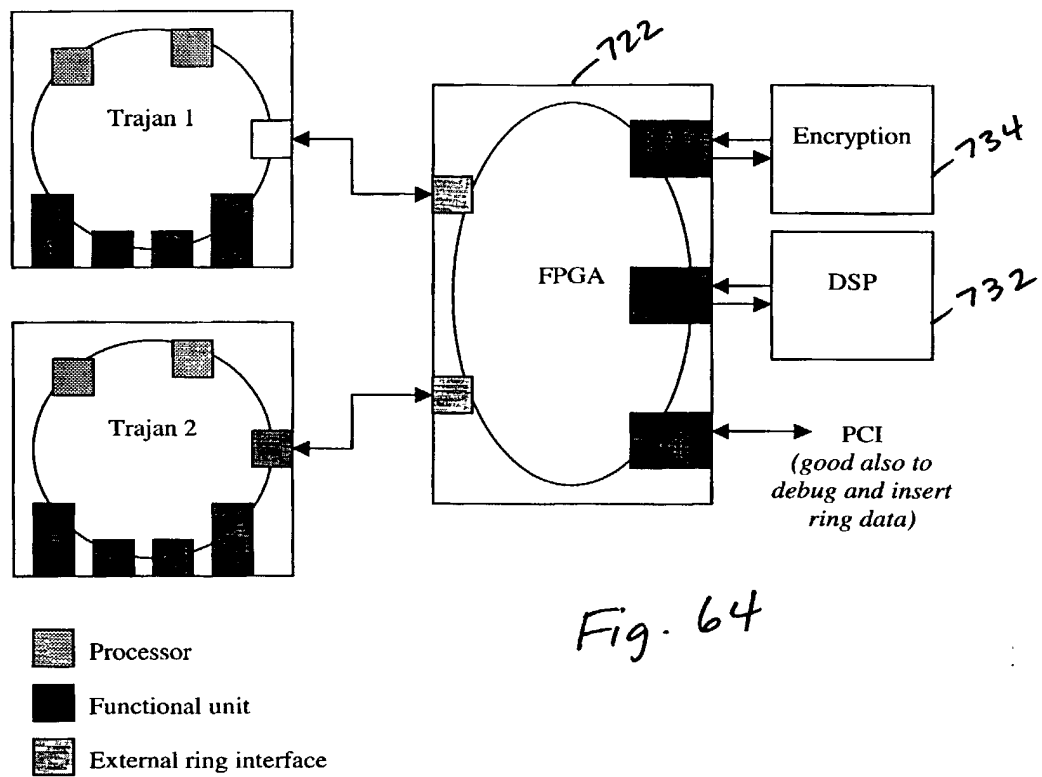


Fig. 65

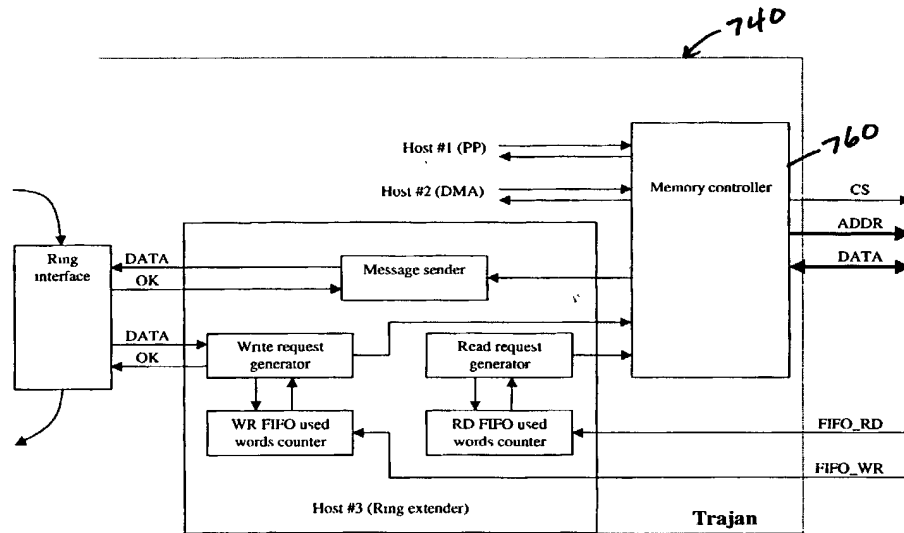
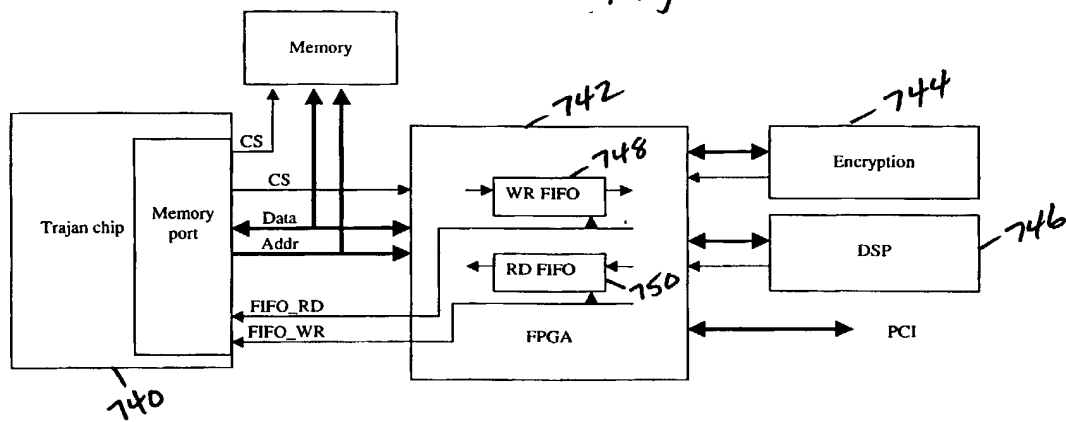
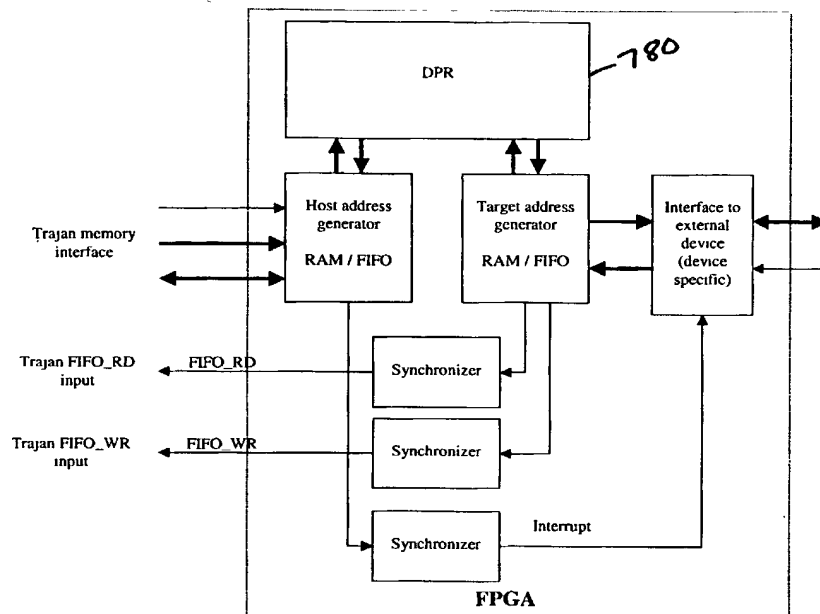


Fig. 66

*Fig. 67*

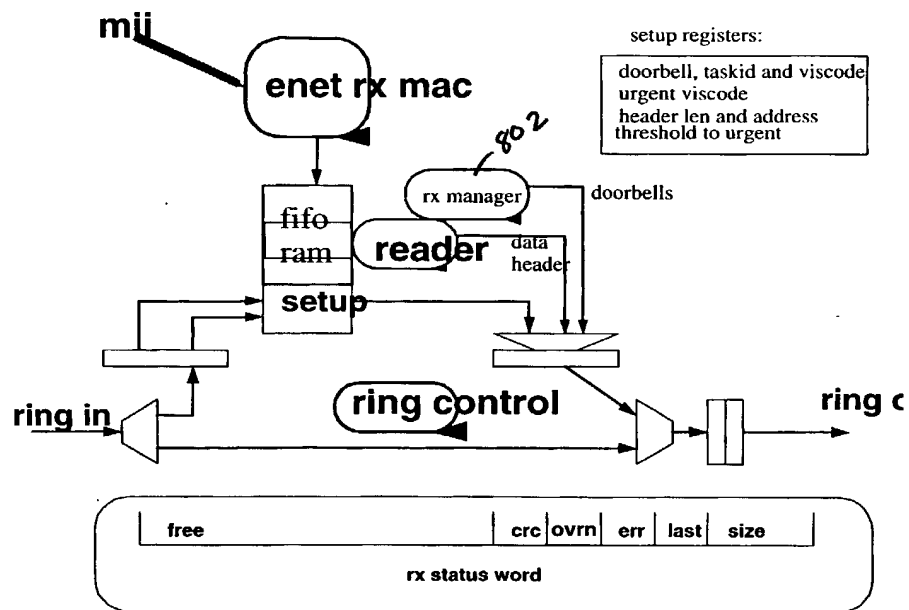


Fig. 68

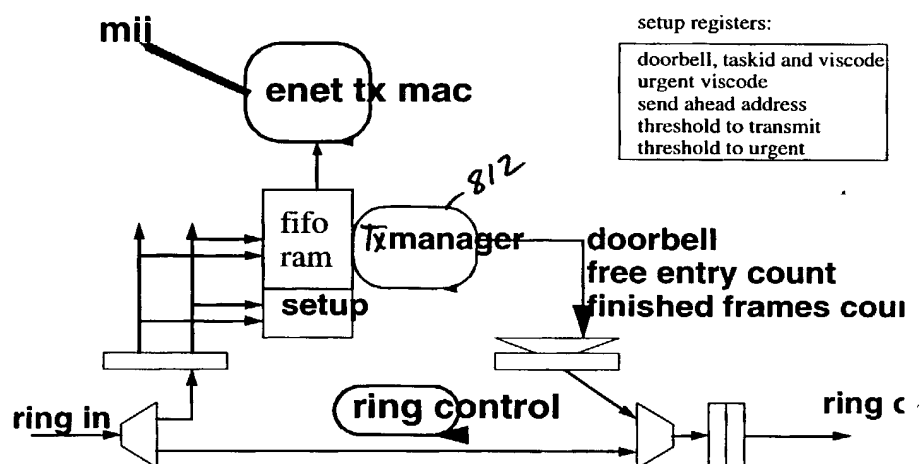


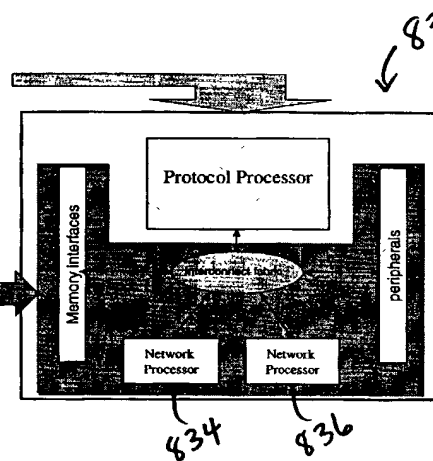
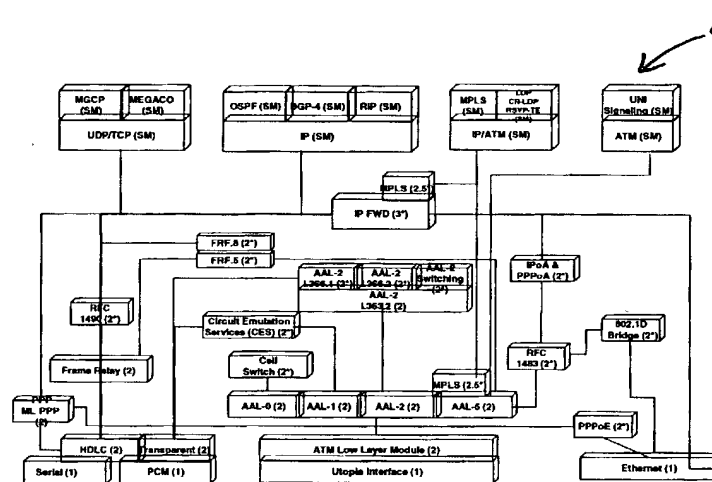
Fig. 69

Control Plane

Signaling Protocols
Protocol Management
Exception Handling
System Control &
Configuration

Data Plane

Per/packet handling
Forwarding Decision
Classification
QoS Handling
Queuing
Scheduling
Formatting

Fig.
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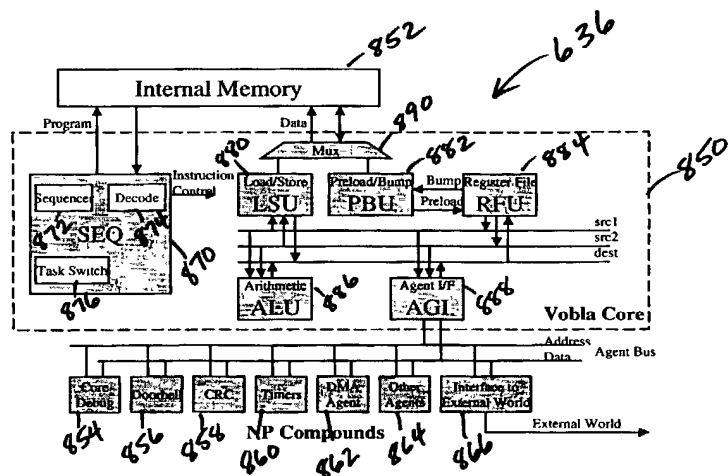


Fig. 72

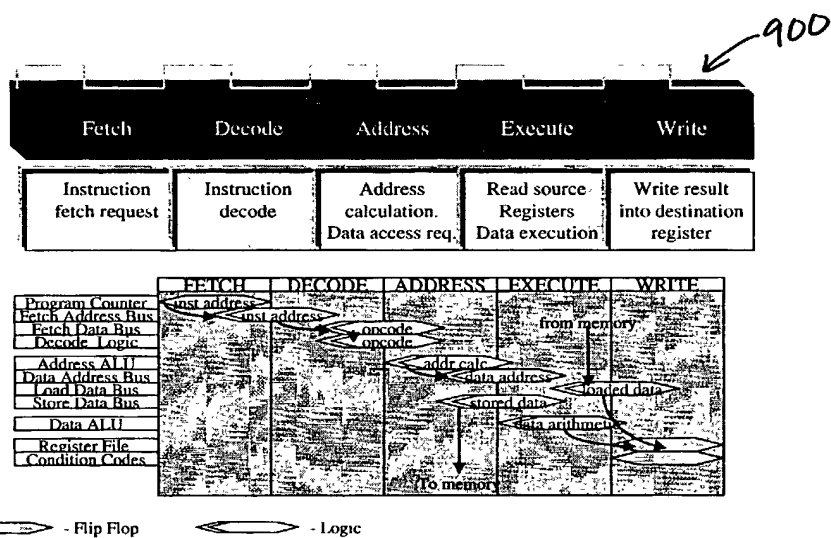
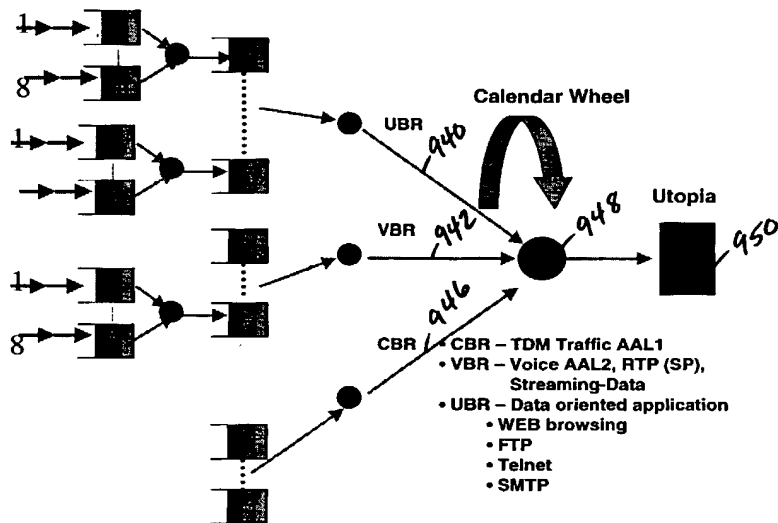
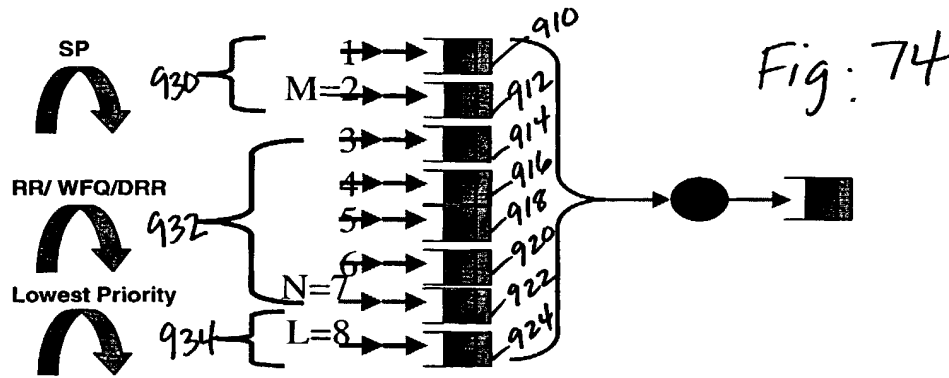
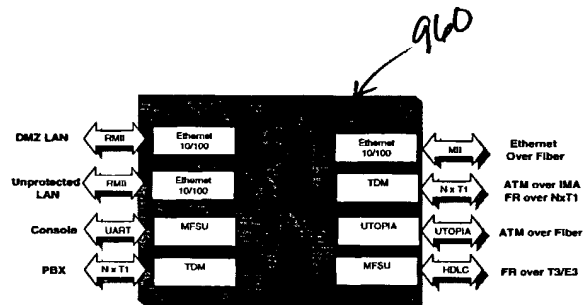
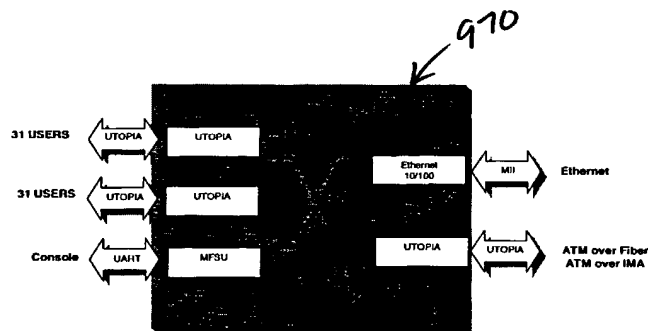
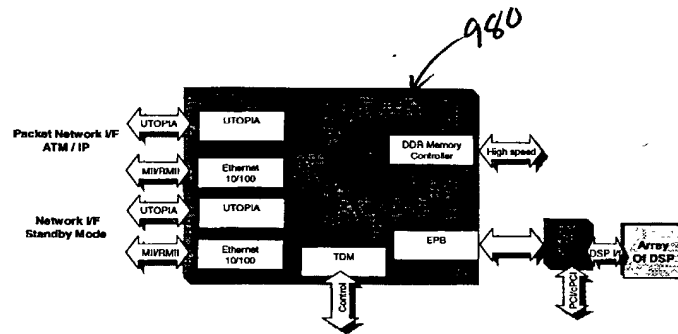
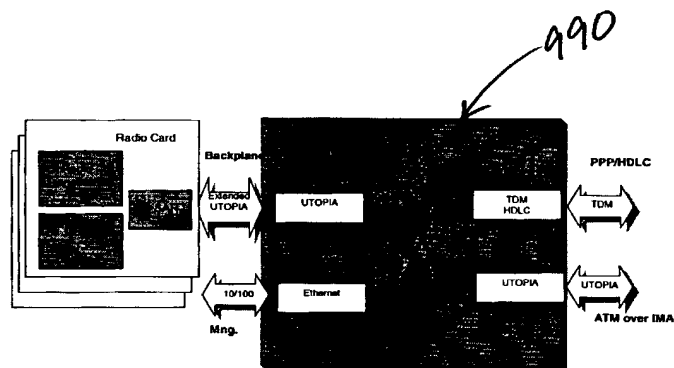


Fig. 73



Fig.
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Fig.
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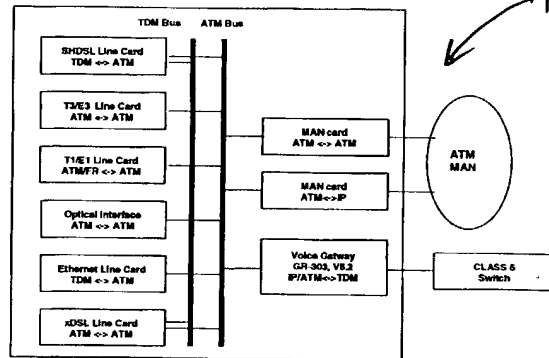


Fig. 80

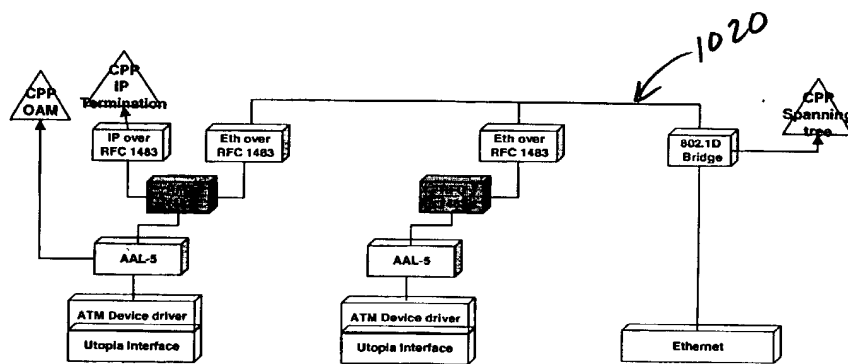


Fig. 81

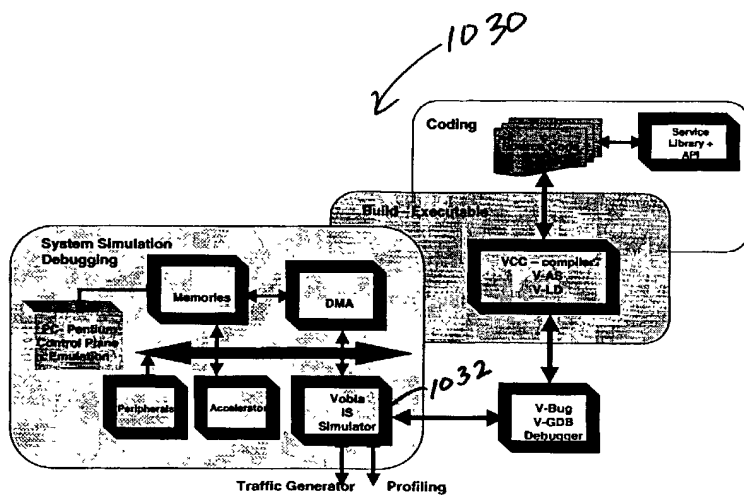


Fig. 82

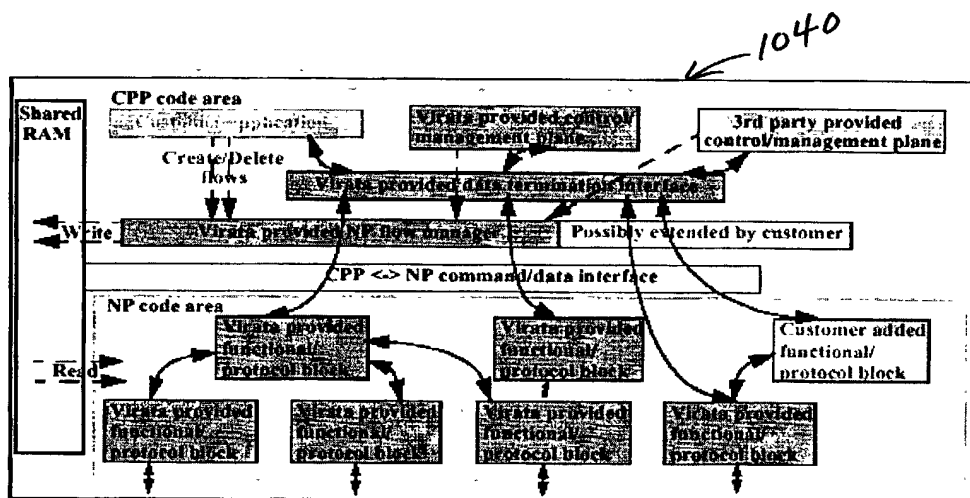


Fig. 83

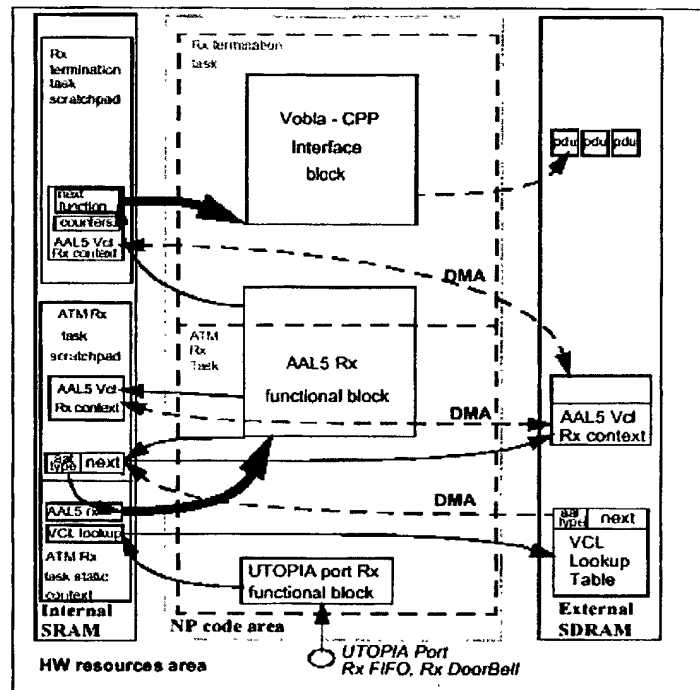


Fig. 84

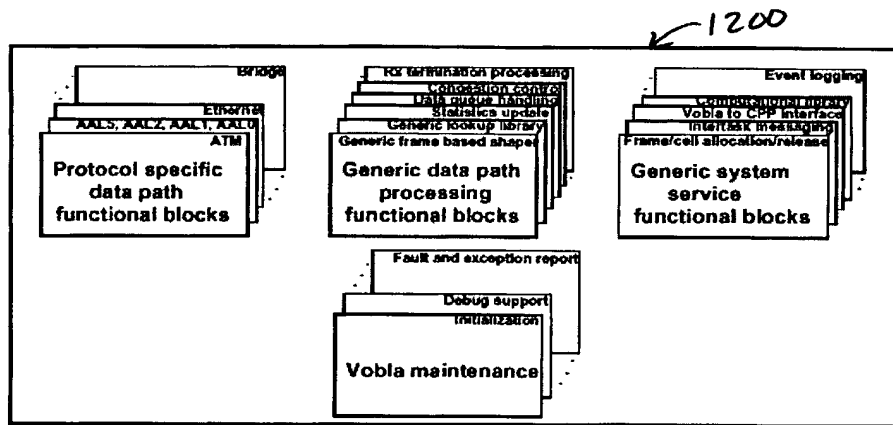
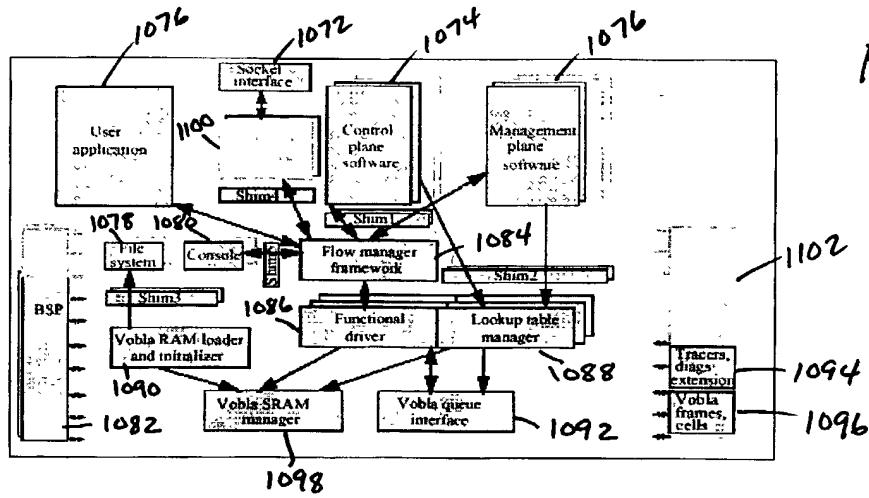


Fig. 86

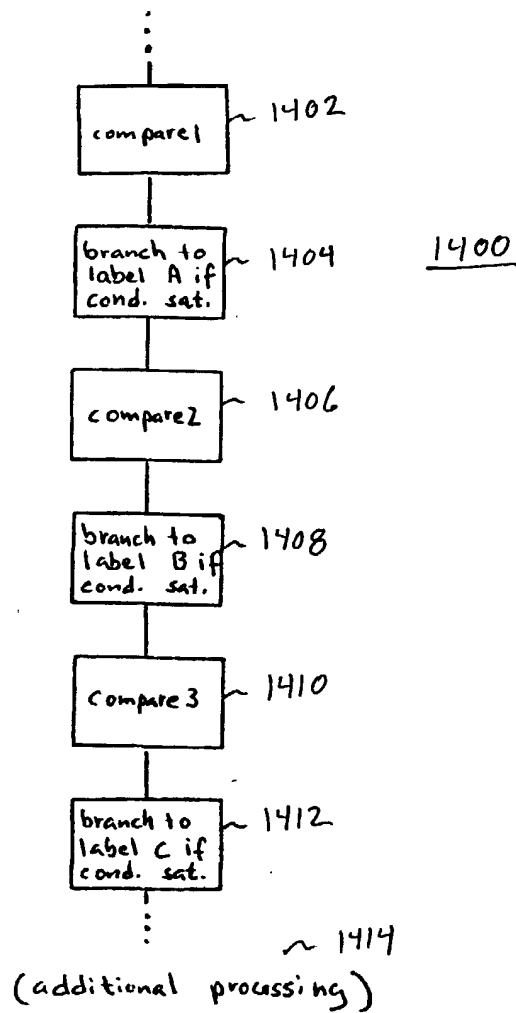


FIG. 87
(PRIOR ART)

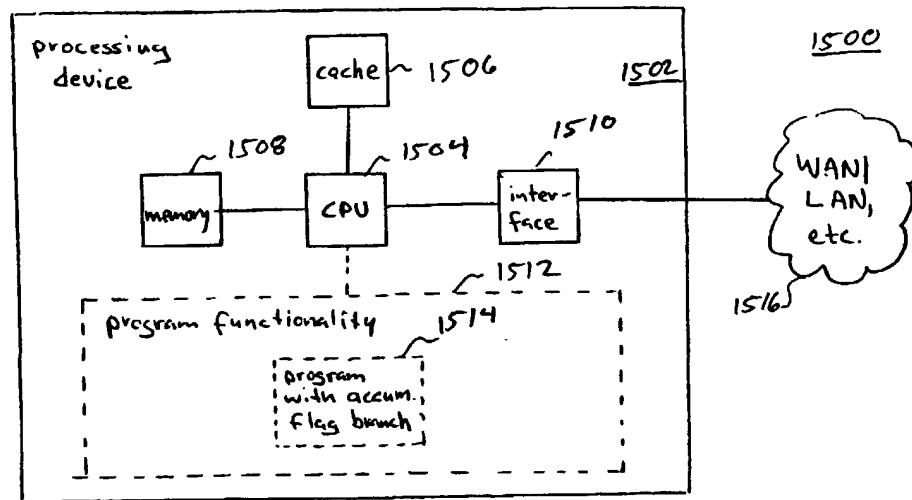


FIG. 88

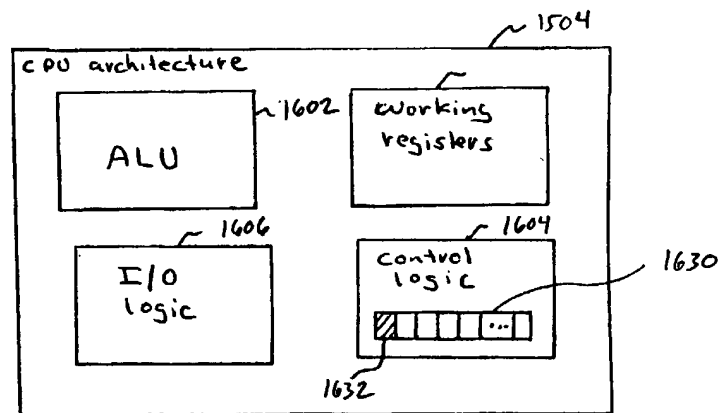


FIG. 89

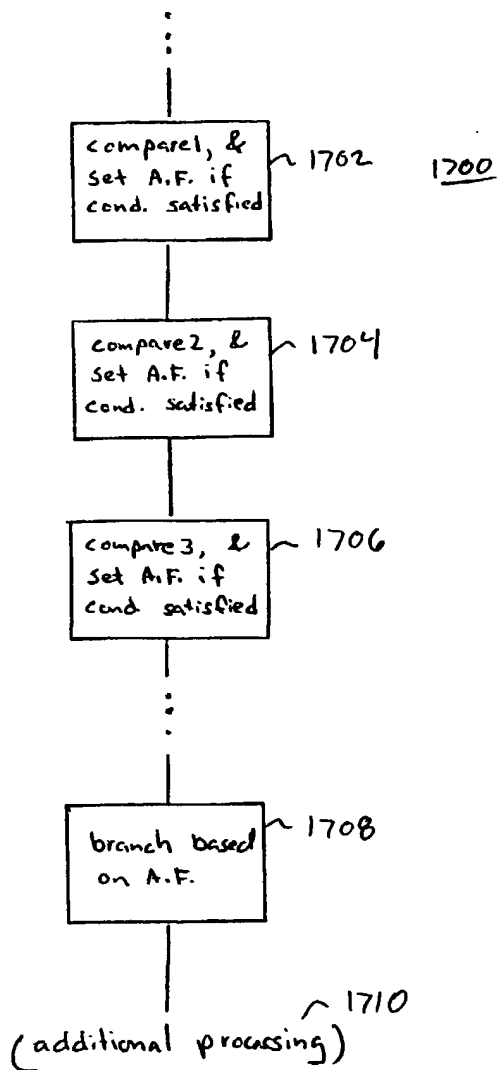


FIG. 90